Posted by Jamie or NuneGa on Mon, 07 Jul 2008 15:46:14 GMT
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One reason why I would like point fix to remain server side is when
I hear
 'Harvester under attack'
In small games I can look at the enemy teams points and can usually tell what is hitting the
harvester, for example if points are going up in 1's really really fast, then it is probably an apache /
orca.
Different point intervals will indicate different vehicles.

I know that it is ridiculous to get 500 points for killing a stank with a orca but I don't really
care(once I got 2000 points because some guy kept teching his buds stank).